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CLAIMS

[Claim(s)]
[Claim 1] In the waging-war mold fighting game equipment which operates two or more characters displayed on a screen, and is made to pitch against each other and fight Hold in memory two or more screens, such as a waging-war person character-mode screen whose animation is displayed with a user's view, and a user character-mode screen whose animation is displayed with a waging-war person's view, and by the output judging by character attribute value and input data As attribute value which is equipped with the means which changes a screen output, and accompanies a character Waging-war mold fighting game equipment characterized by having a subwindow screen-display means to display the physical strength to participate in game termination, the active nature which participates in the propriety of an input of operation, and the actuation which can be inputted, the inputted class of operation, the fatigue which participates in the recovery rate of active nature.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]
[0001]
[Industrial Application] This invention relates to the screen-display switch means of waging-war mold computer-game equipment. In detail, it is related with the screen-display means of the animation in fighting game equipment.
[0002]
[Description of the Prior Art] As for current and especially small computer-game equipment for home use, what is constituted by the combination of the equipment using game software and game software is common. Game software can divide a role playing game, a puzzle, and various games into the game of action molds, such as a game of the thinking mold represented by the game performed on a screen, and a shooting game, a fighting game.

[0003] Computer-game equipment had the comparatively small amount of data, it began from the puzzle game which cannot receive the limit by the engine performance of equipment easily, and development is accomplished to the role playing game which requires the equipment of high performance, and the fighting game from which presence is obtained.

[0004] Although a waging-war person is displayed on the activation mode on the screen of waging-war mold game software, such as a fighting game, as what displays a waging-war person and a user with a third person's view only with a user's view in order to realize presence as a simulation-game, it is divided in general into two kinds.

[0005] The waging-war mold game software which carries out a screen display with a third person's view catches from width each character which the user and waging-war person of 1 manipulate with a third person's view, displays it on the same screen, and is expressing both physical relationship and a condition with an image, color, an alphabetic character, a numeric value, a graph, voice, etc. The technique of displaying the sprite screen of two or more sheets which an animation forms the background screen used as the static picture of a background and a character, and expresses each actuation according to superposition and the set-up display priority is used in many cases.

[0006] There are gestalten, such as various kinds of attacks, defense, and migration, in actuation of a character, and a character has respectively several sorts of attribute value which changes in response to actuation or actuation.

[0007] Attribute value shows physical strength, active nature, etc. which change by receiving an attack. Moreover, to the generating time amount and physical relationship of actuation of a waging-war person character by actuation of the user character by input assignment of other attribute value and the user of 1 and the automatic assignment by the computer, or input assignment of other users, mutually, it interferes in attribute value and it is changed.

[0008] Attribute value shows the active nature which shows reorganization and possible actuation frequency of the posture to reduction of the physical strength at the time of hitting the mark in the attack by actuation, and the next actuation, and both physical relationship, a condition, etc. are expressed by various technique. The fighting game advances by the change in attribute value. Automatic assignment of the character actuation by the computer is carried out by the input routine of operation set as several steps of difficulty.

[0009] The character which a waging-war person manipulates is expressed as the waging-war mold game software which appeared as a recent trend and which carries out a screen display only with a user's view almost to the limit [where a user is faced] of a screen. A movie display consists of one screen like [with main change of the waging-war person to the attack actuation which the user performed and attack actuation of a waging-war person] the so-called animation, and the technique outputted per screen is used in many cases.

[0010] Although a waging-war person character and the user character which should develop a grapple are held as data at the memory in equipment etc., being displayed as a character on a screen except for the time of game initiation and termination does not almost have it.

[0011] The contents develop a fighting game like the thing of point ** by the change in the attribute value accompanying the character which a user and a waging-war person manipulate. It is, although a part of attribute value is expressed as the alphabetic character, the numeric value, etc. auxiliary.

[0012] In order to express complicated actuation and the contents of a grapple of the waging-war person character and to give a user presence taking advantage of the point that a waging-war person character is large-scale, it is large-sized and the computer-game equipment of high performance is used in many cases. Moreover, if other users manipulate a waging-war person character, a display means etc. will be prepared [two] when ** is possible.

[0013] The user of 1 inputs actuation using input means, such as a console and a stick controller, and a computer or other users input actuation of a waging-war person. A user performs an input of operation in response to the image of the waging-war person character displayed on a screen. Although automatic assignment may be carried out by the input routine of operation set as several steps of difficulty like the point when a waging-war person is a computer, it is possible by carrying out the data judging of a user's input operation, and carrying out responded output of the suitable actuation to develop variegated game expansion.

[0014] Various multipliers to which what displays a waging-war person and a user with a third person's view, the thing which displays a waging-war person with a user's view, and all affect fluctuation of the initial value of attribute value and attribute value suitably differ, and several sorts of characters which have individuality are prepared. A user and a waging-war person choose a character and perform several steps of fighting games in many cases.

[0015]

[Problem(s) to be Solved by the Invention] Thus, although a screen display of the conventional waging-war mold game software is carried out to what carries out a screen display with a third person's view with a user's view, it has two kinds. Since the posture and the contents of a grapple of the character which a waging-war person and a user manipulate can grasp easily what carries out a screen display with a third person's view, it is easy to operate it and a user tends to get used to a game. Since it is possible to constitute a complicated game at high speed, suppressing a data scale, there is an advantage, such as being fit for application to small general-purpose computer-game equipment.

[0016] However, a waging-war person is a computer, and game expansion will become scarce when automatic assignment of the actuation of a waging-war person character is carried out by the routine prepared several sorts especially with difficulty. The character on a screen catches a user's feeling and the presence in a game has a large field by empathy and self-projection. When carrying out a screen display with a third person's view, the character on a screen is small and empathy etc. cannot happen easily. Presence is missing and there is almost no simulation-element.

[0017] on the other hand, with combination with a large-scale display means, if the waging-war person character which approached life-size is met and a user performs input operation, whether the user himself plays a match against a character can obtain what carries out a screen display with a user's view, and it can obtain virtual reality [like].

[0018] However, since actuation of an attack of the user character which fights with a waging-war person character etc. cannot be seen, it is difficult to judge the effectiveness and accuracy of the input operation which the user performed. It does not pass for a part of [, such as physical strength,] attribute value to be numerically etc. expressed as the numeric value displayed auxiliary

auxiliary, and grasp of the contents of a grapple is not easy. Since a user's input of operation is difficult, it is hard to get used to a game.

[0019] This invention aims at acquiring the screen-display means which the character actuation input was easy, and expressed the contents of a grapple suitably, and was rich in virtual reality in waging-war mold fighting game equipment.

[0020]

[Means for Solving the Problem] In order to solve the above-mentioned technical problem, the waging-war mold fighting game equipment of this invention changes the screen which displays a waging-war person character, and the screen which displays the user character which a user manipulates according to activation of input operation with a user's view, and outputs it by turns.

[0021] The explanatory view of the output change of the waging-war mold fighting game equipment of this invention to drawing 1 is shown. As shown in drawing, in the time amount by which the contents the waging-war person did [the contents] the input of operation are reproduced as a forerunner, as late-coming, attribute value etc. is changed from the class of input operation, input time amount, etc., and output priority is judged about the input of operation which a user performs. Continuation/change of an output are determined based on a judgment result, and a result is outputted. While the result is outputted, the process which judges output priority and outputs a result about the input of operation which a waging-war person performs is repeated, and the game advances.

[0022] When the input operation by the side of late-coming is the range which does not influence the attribute value by the side of a forerunner as a judgment of output priority, or when there is no input of operation from a late-coming side, it becomes continuation of an output. It becomes an output change when the input operation by the side of late-coming affects the attribute value by the side of a forerunner. When continuation of an output is prolonged, an output change is carried out to a damage screen. Moreover, when high defense of attribute value is inputted, it becomes an output change on a defense screen immediately.

[0023] The explanatory view of an example of the output change of the waging-war mold fighting game equipment of this invention to drawing 2 is shown. The pictorial map of two left in drawing 2 is the screen which displays a waging-war person character, and constitutes beginning and the end of the screen output of attack work. Moreover, the pictorial map of three right is the screen which displays a user character, and shows defense, the counter-maneuver, and the damage from the top, respectively.

[0024] When a user performs a defensive input of operation in the time amount to which the attack work of the waging-war person character which begins from the upper left as a forerunner is outputted, the output of attack work is stopped immediately and an output change is carried out as a result to the animation of upper right defense. When a user performs the input of a counter-maneuver of operation, the output of attack work is stopped immediately and the animation of the counter-maneuver in the right is outputted.

[0025] When the input operation which the user performed is the range which does not influence a waging-war person's attack work or attribute value while attack work is completed with a lower left screen, or when a user does not do an input of operation, it becomes the output of a lower right damage screen following the output of a waging-war person's attack work.

[0026] If the example which performs the above screen output change is summarized, it will become like drawing 3 . Drawing 3 is the explanatory view of an example of output processing in the waging-war mold fighting game equipment of this invention. As it is on drawing, a user can discern the action sign which displays the class of attack work which the partner, i.e., a waging-war person, has devised, and actuation of a waging-war person character from the animation screen displayed with an image. To a waging-war person's attack work, with reference to the action barometer by the side of oneself, a user can judge about the class of actuation which can be inputted and can perform an input of operation.

[0027] Furthermore, with the waging-war mold fighting game equipment of this invention, a screen is divided into some subwindow screens and let attribute value and the performed attack classes, such as an animation screen which indicates the character by large-sized as the so-called animation screen, and physical strength of both characters, fatigue, active nature, be the subwindows displayed in an alphabetic character, an image, meter, etc.

[0028] An example is given about the waging-war mold fighting game equipment of this invention, and it explains with a drawing. Drawing 4 is the explanatory view showing an example of the waging-war mold fighting game equipment of this invention. With an example shown here, a screen display consists of subwindows of the attack sign 5 grade which shows the animation screen 3 which displays the character which a waging-war person thru/or a user manipulate, the damage meter 1 in which physical strength is shown, the fatigue window 2 which displays fatigue, the action barometer 4 in which active nature is shown, and an attack class.

[0029] Drawing 5 - drawing 8 are the explanatory views of each subwindow in an example of the waging-war mold fighting game equipment of this invention, drawing 5 shows damage meter and drawing 6 , and a fatigue window and drawing 7 show an action barometer and drawing 8 about the attack sign.

[0030] Damage meter is the attribute value acquired by damage = physical strength-aggressivity, and this is expressed as an indicator gestalt. A fatigue window expresses the fatigue shown with the attribute value which has the value of 1-90 by initial value =90. If fatigue produces a damage, a value will decrease. If fatigue interferes in the recovery rate of an action barometer and attribute value falls, a recovery rate will also fall. Fatigue is divided into 90-61, 60-31, and 30-1 as shown in drawing 5 , it considers as the three-stage of Fatigue A, Fatigue B, and Fatigue C, and expresses each phase with an image. This example is expressing the face of a character with the image used as the motif.

[0031] An action barometer shows the attribute value which shows active nature or a posture with an indicator gestalt. The attribute value which shows active nature etc. decreases, when offensive actuation is generated or a posture changes a lot in response to the damage by attack, and it is recovered with time. Several steps of minimums in response to various kinds of actuation are set to attribute value, and it becomes output condition of operation that attribute value exceeds the set point. In this example, actuation of an action barometer is attained two or more, and a jump, defense, the usual attack, and the mortal attack are set up.

[0032] Aggressivity is divided into several steps from the shown attribute value, and, as for an attack sign, it indicates which attack the waging-war person has devised. It expresses with the blinking notation at this example. the lower-berth attack which usually shows an attack part as an attack in this example, and the middle — each one notation is blinked and displayed about an attack, an upper case attack, and a jump attack. Moreover, there are a **** attack which blinks and displays three notations of the lower berth - an upper case, and a mortal attack which blinks and displays four notations.

[0033] As mentioned above, with the waging-war mold fighting game equipment of this invention, the condition of the character which a waging-war person and a user operate, attribute value, etc. can be grasped exactly, developing the dynamic image which has presence with a user's view by a screen output change and subwindow display. In the example explained here, although it is a pair pair game mold, it is not necessarily restricted to one to one.

[0034] Since, as for the waging-war mold game equipment of this invention, the instant change of a movie display is required, as for all the display screens, such as an animation screen, being held by on-memory is desirable. By holding the display screen by on-memory, a free screen display becomes possible and the variegated contents of a game can be developed.

[0035]

[Effect of the Invention] As mentioned above, according to the waging-war mold fighting game equipment of this invention, the physical relationship of the character which both operate, and a suitable distance can be expressed by changing the output of a ******** animation image and the animation image drawn with a waging-war person's view with a user's view. When the information acquired from an animation image divides a screen into a subwindow and displays attribute value, such as input operation, such as attack work, physical strength, and fatigue, in consideration of the case of not being exact, it is rich in virtual reality, and is easy to grasp the contents of a grapple, and actuation serves as easy game equipment. There is effectiveness of being able to obtain the waging-war mold fighting game equipment for which two or more users can be pitched against each other only by having one screen-display means to perform a screen display with a user's view.

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TECHNICAL FIELD

[Industrial Application] This invention relates to the screen-display switch means of waging-war mold computer-game equipment. In detail, it is related with the screen-display means of the animation in fighting game equipment.

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PRIOR ART

[Description of the Prior Art] As for current and especially small computer-game equipment for home use, what is constituted by the combination of the equipment using game software and game software is common. Game software can divide a role playing game, a puzzle, and various games into the game of action molds, such as a game of the thinking mold represented by the game performed on a screen, and a shooting game, a fighting game.

[0003] Computer-game equipment had the comparatively small amount of data, it began from the puzzle game which cannot receive the limit by the engine performance of equipment easily, and development is accomplished to the role playing game which requires the equipment of high performance, and the fighting game from which presence is obtained.

[0004] Although a waging-war person is displayed on the activation mode on the screen of waging-war mold game software, such as a fighting game, as what displays a waging-war person and a user with a third person's view only with a user's view in order to realize presence as a simulation-game, it is divided in general into two kinds.

[0005] The waging-war mold game software which carries out a screen display with a third person's view catches from width each character which the user and waging-war person of 1 manipulate with a third person's view, displays it on the same screen, and is expressing both physical relationship and a condition with an image, color, an alphabetic character, a numeric value, a graph, voice, etc. The technique of displaying the sprite screen of two or more sheets which an animation forms the background screen used as the static picture of a background and a character, and expresses each actuation according to superposition and the set-up display priority is used in many cases.

[0006] There are gestalten, such as various kinds of attacks, defense, and migration, in actuation of a character, and a character has respectively several sorts of attribute value which changes in response to actuation or actuation.

[0007] Attribute value shows physical strength, active nature, etc. which change by receiving an attack. Moreover, to the generating time amount and physical relationship of actuation of a waging-war person character by actuation of the user character by input assignment of other attribute value and the user of 1 and the automatic assignment by the computer, or input assignment of other users, mutually, it interferes in attribute value and it is changed.

[0008] Attribute value shows the active nature which shows reorganization and possible actuation frequency of the posture to reduction of the physical strength at the time of hitting the mark in the attack by actuation, and the next actuation, and both physical relationship, a condition, etc. are expressed by various technique. The fighting game advances by the change in attribute value. Automatic assignment of the character actuation by the computer is carried out by the input routine of operation set as several steps of difficulty.

[0009] The character which a waging-war person manipulates is expressed as the waging-war mold game software which appeared as a recent trend and which carries out a screen display only with a user's view almost to the limit [where a user is faced] of a screen. A movie display consists of one screen like [with main change of the waging-war person to the attack actuation which the user performed and attack actuation of a waging-war person] the so-called animation, and the technique outputted per screen is used in many cases.

[0010] Although a waging-war person character and the user character which should develop a grapple are held as data at the memory in equipment etc., being displayed as a character on a screen except for the time of game initiation and termination does not almost have it.
[0011] The contents develop a fighting game like the thing of point ** by the change in the attribute value accompanying the character which a user and a waging-war person manipulate. It is, although a part of attribute value is expressed as the alphabetic character, the numeric value, etc. auxiliary.
[0012] In order to express complicated actuation and the contents of a grapple of the waging-war person character and to give a user presence taking advantage of the point that a waging-war person character is large-scale, it is large-sized and the computer-game equipment of high performance is used in many cases. Moreover, if other users manipulate a waging-war person character, a display means etc. will be prepared [two] when ** is possible.
[0013] The user of 1 inputs actuation using input means, such as a console and a stick controller, and a computer or other users input actuation of a waging-war person. A user performs an input of operation in response to the image of the waging-war person character displayed on a screen. Although automatic assignment may be carried out by the input routine of operation set as several steps of difficulty like the point when a waging-war person is a computer, it is possible by carrying out the data judging of a user's input operation, and carrying out responded output of the suitable actuation to develop variegated game expansion.
[0014] Various multipliers to which what displays a waging-war person and a user with a third person's view, the thing which displays a waging-war person with a user's view, and all affect fluctuation of the initial value of attribute value and attribute value suitably differ, and several sorts of characters which have individuality are prepared. A user and a waging-war person choose a character and perform several steps of fighting games in many cases.

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EFFECT OF THE INVENTION

[Effect of the Invention] As mentioned above, according to the waging-war mold fighting game equipment of this invention, the physical relationship of the character which both operate, and a suitable distance can be expressed by changing the output of a ******** animation image and the animation image drawn with a waging-war person's view with a user's view. When the information acquired from an animation image divides a screen into a subwindow and displays attribute value, such as input operation, such as attack work, physical strength, and fatigue, in consideration of the case of not being exact, it is rich in virtual reality, and is easy to grasp the contents of a grapple, and actuation serves as easy game equipment. There is effectiveness of being able to obtain the waging-war mold fighting game equipment for which two or more users can be pitched against each other only by having one screen-display means to perform a screen display with a user's view.

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TECHNICAL PROBLEM

[Problem(s) to be Solved by the Invention] Thus, although a screen display of the conventional waging-war mold game software is carried out to what carries out a screen display with a third person's view with a user's view, it has two kinds. Since the posture and the contents of a grapple of the character which a waging-war person and a user manipulate can grasp easily what carries out a screen display with a third person's view, it is easy to operate it and a user tends to get used to a game. Since it is possible to constitute a complicated game at high speed, suppressing a data scale, there is an advantage, such as being fit for application to small general-purpose computer-game equipment.
[0016] However, a waging-war person is a computer, and game expansion will become scarce when automatic assignment of the actuation of a waging-war person character is carried out by the routine prepared several sorts especially with difficulty. The character on a screen catches a user's feeling and the presence in a game has a large field by empathy and self-projection. When carrying out a screen display with a third person's view, the character on a screen is small and empathy etc. cannot happen easily. Presence is missing and there is almost no simulation-element.

[0017] on the other hand, with combination with a large-scale display means, if the waging-war person character which approached life-size is met and a user performs input operation, whether the user himself plays a match against a character can obtain what carries out a screen display with a user's view, and it can obtain virtual reality [like].
[0018] However, since actuation of an attack of the user character which fights with a waging-war person character etc. cannot be seen, it is difficult to judge the effectiveness and accuracy of the input operation which the user performed. It does not pass for a part of [, such as physical strength,] attribute value to be numerically etc. expressed as the numeric value displayed auxiliary auxiliary, and grasp of the contents of a grapple is not easy. Since a user's input of operation is difficult, it is hard to get used to a game.
[0019] This invention aims at acquiring the screen-display means which the character actuation input was easy, and expressed the contents of a grapple suitably, and was rich in virtual reality in waging-war mold fighting game equipment.

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MEANS

[Means for Solving the Problem] In order to solve the above-mentioned technical problem, the waging-war mold fighting game equipment of this invention changes the screen which displays a waging-war person character, and the screen which displays the user character which a user manipulates according to activation of input operation with a user's view, and outputs it by turns.
[0021] The explanatory view of the output change of the waging-war mold fighting game equipment of this invention to drawing 1 is shown. As shown in drawing, in the time amount by which the contents the waging-war person did [the contents] the input of operation are reproduced as a forerunner, as late-coming, attribute value etc. is changed from the class of input operation, input time amount, etc., and output priority is judged about the input of operation which a user performs. Continuation/change of an output are determined based on a judgment result, and a result is outputted. While the result is outputted, the process which judges output priority and outputs a result about the input of operation which a waging-war person performs is repeated, and the game advances.
[0022] When the input operation by the side of late-coming is the range which does not influence the attribute value by the side of a forerunner as a judgment of output priority, or when there is no input of operation from a late-coming side, it becomes continuation of an output. It becomes an output change when the input operation by the side of late-coming affects the attribute value by the side of a forerunner. When continuation of an output is prolonged, an output change is carried out to a damage screen. Moreover, when high defense of attribute value is inputted, it becomes an output change on a defense screen immediately.
[0023] The explanatory view of an example of the output change of the waging-war mold fighting game equipment of this invention to drawing 2 is shown. The pictorial map of two left in drawing 2 is the screen which displays a waging-war person character, and constitutes beginning and the end of the screen output of attack work. Moreover, the pictorial map of three right is the screen which displays a user character, and shows defense, the counter-maneuver, and the damage from the top, respectively.
[0024] When a user performs a defensive input of operation in the time amount to which the attack work of the waging-war person character which begins from the upper left as a forerunner is outputted, the output of attack work is stopped immediately and an output change is carried out as a result to the animation of upper right defense. When a user performs the input of a counter-maneuver of operation, the output of attack work is stopped immediately and the animation of the counter-maneuver in the right is outputted.
[0025] When the input operation which the user performed is the range which does not influence a waging-war person's attack work or attribute value while attack work is completed with a lower left screen, or when a user does not do an input of operation, it becomes the output of a lower right damage screen following the output of a waging-war person's attack work.
[0026] If the example which performs the above screen output change is summarized, it will become like drawing 3 . Drawing 3 is the explanatory view of an example of output processing in the waging-war mold fighting game equipment of this invention. As it is on drawing, a user can discern the action sign which displays the class of attack work which the partner, i.e., a waging-war person, has devised, and actuation of a waging-war person character from the animation screen

displayed with an image. To a waging-war person's attack work, with reference to the action barometer by the side of oneself, a user can judge about the class of actuation which can be inputted and can perform an input of operation.

[0027] Furthermore, with the waging-war mold fighting game equipment of this invention, a screen is divided into some subwindow screens and let attribute value and the performed attack classes, such as an animation screen which indicates the character by large-sized as the so-called animation screen, and physical strength of both characters, fatigue, active nature, be the subwindows displayed in an alphabetic character, an image, meter, etc.

[0028] An example is given about the waging-war mold fighting game equipment of this invention, and it explains with a drawing. Drawing 4 is the explanatory view showing an example of the waging-war mold fighting game equipment of this invention. With an example shown here, a screen display consists of subwindows of the attack sign 5 grade which shows the animation screen 3 which displays the character which a waging-war person thru/or a user manipulate, the damage meter 1 in which physical strength is shown, the fatigue window 2 which displays fatigue, the action barometer 4 in which active nature is shown, and an attack class.

[0029] Drawing 5 - drawing 8 are the explanatory views of each subwindow in an example of the waging-war mold fighting game equipment of this invention, drawing 5 shows damage meter and drawing 6 , and a fatigue window and drawing 7 show an action barometer and drawing 8 about the attack sign.

[0030] Damage meter is the attribute value acquired by damage = physical strength-aggressivity, and this is expressed as an indicator gestalt. A fatigue window expresses the fatigue shown with the attribute value which has the value of 1-90 by initial value =90. If fatigue produces a damage, a value will decrease. If fatigue interferes in the recovery rate of an action barometer and attribute value falls, a recovery rate will also fall. Fatigue is divided into 90-61, 60-31, and 30-1 as shown in drawing 5 , it considers as the three-stage of Fatigue A, Fatigue B, and Fatigue C, and expresses each phase with an image. This example is expressing the face of a character with the image used as the motif.

[0031] An action barometer shows the attribute value which shows active nature or a posture with an indicator gestalt. The attribute value which shows active nature etc. decreases, when offensive actuation is generated or a posture changes a lot in response to the damage by attack, and it is recovered with time. Several steps of minimums in response to various kinds of actuation are set to attribute value, and it becomes output condition of operation that attribute value exceeds the set point. In this example, actuation of an action barometer is attained two or more, and a jump, defense, the usual attack, and the mortal attack are set up.

[0032] Aggressivity is divided into several steps from the shown attribute value, and, as for an attack sign, it indicates which attack the waging-war person has devised. It expresses with the blinking notation at this example. the lower-berth attack which usually shows an attack part as an attack in this example, and the middle -- each one notation is blinked and displayed about an attack, an upper case attack, and a jump attack. Moreover, there are a **** attack which blinks and displays three notations of the lower berth - an upper case, and a mortal attack which blinks and displays four notations.

[0033] As mentioned above, with the waging-war mold fighting game equipment of this invention, the condition of the character which a waging-war person and a user operate, attribute value, etc. can be grasped exactly, developing the dynamic image which has presence with a user's view by a screen output change and subwindow display. In the example explained here, although it is a pair pair game mold, it is not necessarily restricted to one to one.

[0034] Since, as for the waging-war mold game equipment of this invention, the instant change of a movie display is required, as for all the display screens, such as an animation screen, being held by on-memory is desirable. By holding the display screen by on-memory, a free screen display becomes possible and the variegated contents of a game can be developed.

[Translation done.]

* NOTICES *

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2.**** shows the word which can not be translated.
3.In the drawings, any words are not translated.

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]
[Drawing 1] It is the explanatory view of an output change of the waging-war mold fighting game equipment of this invention.
[Drawing 2] It is the explanatory view of an example of an output change of the waging-war mold fighting game equipment of this invention.
[Drawing 3] It is the explanatory view of an example of output processing in the waging-war mold fighting game equipment of this invention.
[Drawing 4] It is the explanatory view showing an example of the waging-war mold fighting game equipment of this invention.
[Drawing 5] It is the explanatory view of each subwindow in an example of the waging-war mold fighting game equipment of this invention.
[Drawing 6] It is the explanatory view of each subwindow in an example of the waging-war mold fighting game equipment of this invention.
[Drawing 7] It is the explanatory view of each subwindow in an example of the waging-war mold fighting game equipment of this invention.
[Drawing 8] It is the explanatory view of each subwindow in an example of the waging-war mold fighting game equipment of this invention.
[Description of Notations]
1 Damage Meter
2 Fatigue Window
3 Animation Screen
4 Action Barometer
5 Attack Sign

[Translation done.]

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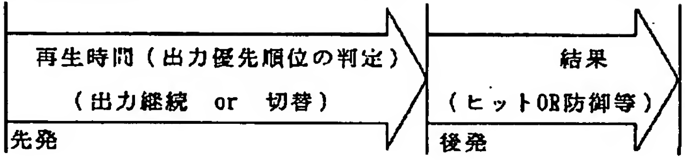
3.In the drawings, any words are not translated.

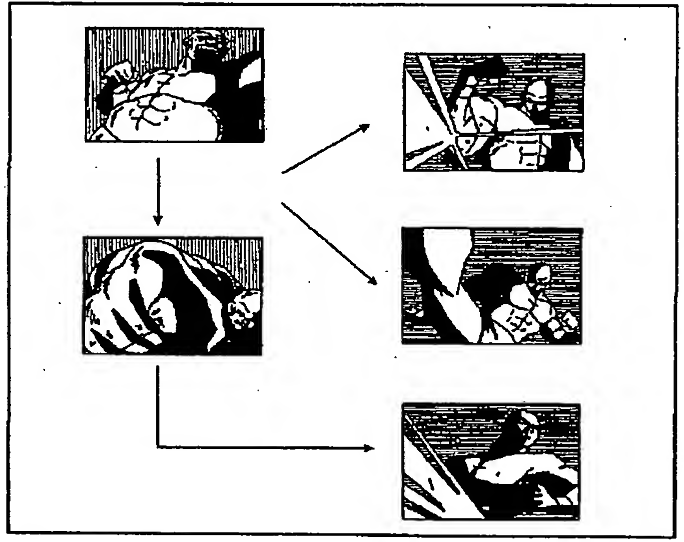
DRAWINGS

[Drawing 5]

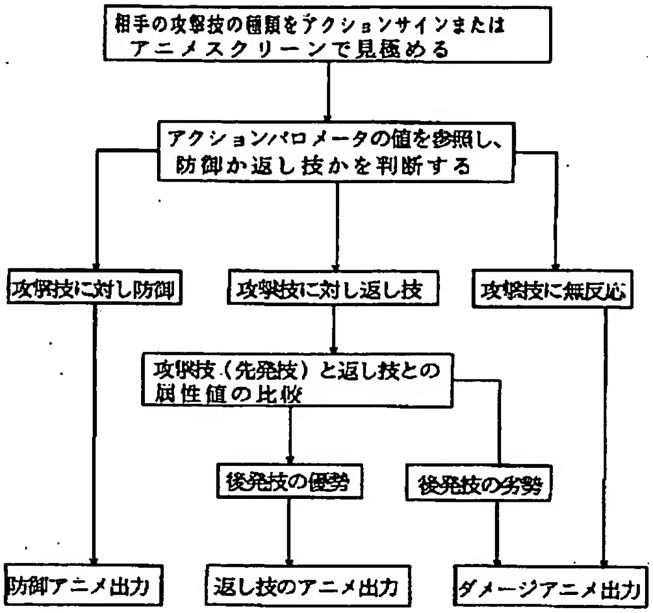
[Drawing 1]


再生時間（出力優先順位の判定）
（出力継続　or　切替）
先発
結果
（ヒットOR防御等）
後発

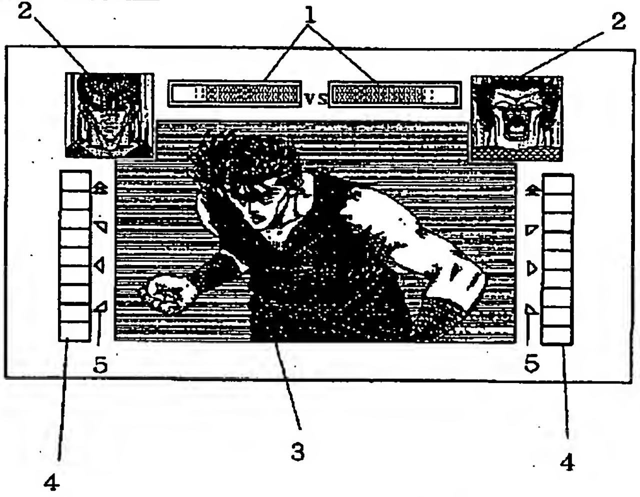
[Drawing 2]



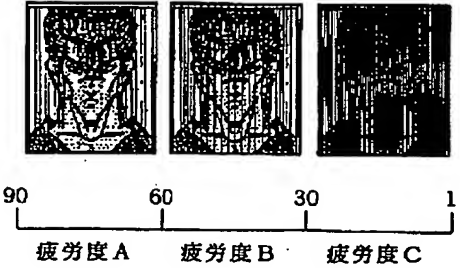
[Drawing 3]


相手の攻撃技の種類をアクションサインまたはアニメスクリーンで見極める
アクションパロメータの値を参照し、防御か返し技かを判断する
攻撃技に対し防御
攻撃技に対し返し技
攻撃技に無反応
攻撃技（先発技）と返し技との属性値の比較
後発技の優勢
後発技の劣勢
防御アニメ出力
返し技のアニメ出力
ダメージアニメ出力

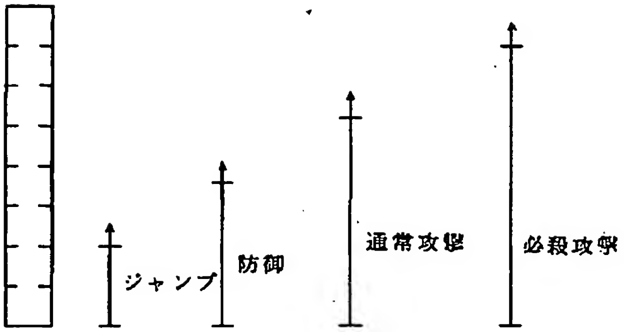
[Drawing 4]


2
1
2
VS
5
5
3
4
4

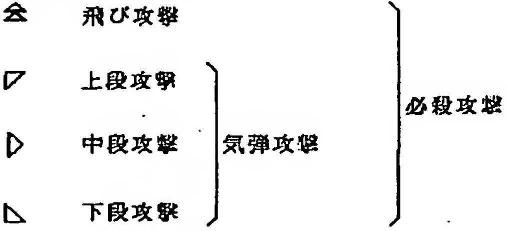
[Drawing 6]


90
60
30
1
疲労度A
疲労度B
疲労度C

[Drawing 7]


ジャンプ
防御
通常攻撃
必殺攻撃

[Drawing 8]


飛び攻撃
上段攻撃
中段攻撃
下段攻撃
気弾攻撃
必殺攻撃

[Translation done.]